

**Listing of Claims:**

1. (Previously presented): A method of programming information in a memory arrangement of a computer, comprising the steps of:  
    providing an identifier into an area of the memory arrangement that is to be programmed, the identifier identifying a correct programming of the memory arrangement; and  
    altering the identifier in the memory arrangement before programming the information.
2. (Previously presented): The method according to Claim 1, wherein the computer is a control unit in a motor vehicle.
3. (Previously presented): The method according to Claim 1, wherein the altering step includes the substep of:  
    altering the identifier by at least one of erasing and programming.
4. (Previously presented): The method according to Claim 1, further comprising the step of:  
    entering the identifier into a further area of the memory arrangement, the further area being programmed only after programming of the area.
5. (Previously presented): The method according to Claim 4, wherein the further area is to be programmed last.
6. (Previously presented): The method according to claim 1, wherein the identifier is a component of the information.
7. (Previously presented): The method according to Claim 1, further comprising the step of:  
    altering the identifier by at least one of erasing and programming so that the identifier is unidentifiable.
8. (Previously presented): The method according to claim 1, wherein the identifier is a section of a program identifier which identifies the respective information.

9. (Previously presented): The method according to Claim 1, further comprising the step of:  
checking the identifier after at least one of (a) an interruption in programming and (b) programming the memory arrangement.
10. (Previously presented): The method according to Claim 9, further comprising the step of:  
storing the interruption with a flag in the memory arrangement.
11. (Previously presented): The method according to Claim 10, further comprising the steps of:  
checking at least one of the identifier and the flag before programming; and  
analyzing at least one of the identifier and the flag before programming.
12. (Previously presented): A method of reprogramming information in a memory arrangement of a computer, comprising the step of:  
selecting an identifier from the information entered into an area of the memory to be programmed, the identifier identifying a correct programming of the memory arrangement.
13. (Previously presented): The method according to Claim 12, wherein the computer is a control unit in a motor vehicle.
14. (Previously presented): The method according to claim 12, further comprising the step of:  
selecting the identifier from the information entered into a further area of the memory arrangement, the further area being programmed only after programming of the area.
15. (Previously presented): The method according to Claim 14, wherein the further area is to be programmed last.
16. (Previously presented): The method according to claim 12, further comprising the step of:  
altering the selected identifier in the memory arrangement before programming the information.

17. (Previously presented): The method according to Claim 16, wherein the altering step includes the substep of:

altering the selected identifier by at least one of erasing and programming.

18. (Previously presented): The method according to claim 12, further comprising the step of:

selecting the identifier as at least one section of a predetermined length of the information entered into the memory arrangement.

19. (Previously presented): The method according to Claim 12, further comprising the step of:

altering the identifier by at least one of erasing and programming so that the identifier is unidentifiable.

20. (Previously presented): The method according to claim 12, wherein the identifier is a section of a program identifier which identifies the information.

21. (Previously presented): The method according to Claim 12, further comprising the step of:

checking the identifier after at least one of (a) an interruption in programming and (b) programming the memory arrangement.

22. (Previously presented): The method according to Claim 21, further comprising the step of:

storing the interruption with a flag in the memory arrangement.

23. (Previously presented): The method according to Claim 22, further comprising the steps of:

checking at least one of the identifier and the flag before programming; and  
analyzing at least one of the identifier and the flag before programming.

24. (Previously presented): A device for programming information in a memory

arrangement of a computer, comprising:

a programming arrangement entering an identifier into an area of the memory arrangement to be programmed, the identifier identifying a correct programming of the memory arrangement, the programming arrangement altering the identifier in the memory arrangement before programming the information.

25. (Previously presented): The device according to Claim 24, wherein the computer is a control unit in a motor vehicle.

26. (Previously presented): The device according to Claim 24, wherein the identifier is altered by at least one of erasing and programming.

27. (Previously presented): A device, comprising:

a reprogramming arrangement reprogramming information in a memory arrangement of a computer, the reprogramming arrangement selecting an identifier from the information entered into an area of the memory arrangement to be programmed, the identifier identifying a correct programming of the memory arrangement.

28. (Previously presented): The device according to Claim 27, wherein the computer is a control unit in a motor vehicle.

29. (Previously presented): The method of claim 1 wherein the information includes data.

30. (Previously presented): The method of claim 1 wherein the information includes programs.

31. (Previously presented): The method of claim 12 wherein the information includes data.

32. (Previously presented): The method of claim 12 wherein the information includes programs.

33. (Previously presented): A method of erasing information in a memory arrangement of a

computer, comprising:

providing an identifier into an area of the memory arrangement that is to be erased, the identifier identifying a correct erasing of the memory arrangement; and  
altering the identifier in the memory arrangement before erasing the information.

34. (Previously presented): A device for erasing information in a memory arrangement of a computer, comprising:

a programming arrangement entering an identifier into an area of the memory arrangement to be erased, the identifier identifying a correct erasing of the memory arrangement, the programming arrangement altering the identifier in the memory arrangement before erasing the information.

35. (Previously presented): A method of erasing and programming information in a memory arrangement of a computer, comprising:

providing an identifier into an area of the memory arrangement that is to be erased and programmed, the identifier identifying a correct erasing and programming of the memory arrangement; and

altering the identifier in the memory arrangement before erasing and programming the information.

36. (Previously presented): A method of reprogramming information in a memory arrangement of a computer, comprising:

selecting an identifier from the information entered into an area of the memory to be reprogrammed, the identifier identifying a correct erasing and programming of the memory arrangement.

37. (Previously presented): A device for erasing and programming information in a memory arrangement of a computer, comprising:

a programming arrangement entering an identifier into an area of the memory arrangement to be erased and programmed, the identifier identifying a correct erasing and programming of the memory arrangement, the programming arrangement altering the identifier in the memory arrangement before erasing and programming the information.

38. (Previously presented): A device for reprogramming information, comprising:  
an arrangement for reprogramming information in a memory arrangement of a computer, the reprogramming arrangement selecting an identifier from the information entered into an area of the memory arrangement to be erased and programmed, the identifier identifying a correct erasing and programming of the memory arrangement.